


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1M overcall light with shape, else sound
After 1x/2m overcall, transfer response from opponent's suit (note 20, 21)
Jump shift is fit-showing or NAT. Jump raise is PRE
After opponent 1m-1N (NF), 2♣/♦ = M's with different/same length
After opponent 1M-1N (or similar), 2m = m+oM, cue bid = any strong m
2N = any other 2 suits 55+, weak (note 5)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd, 12-15 4th. Gladiator response.
2♣ = puppet to 2♦, then 2x or 3♣ = S/O, 3x = INV, 2N = INV with ♣
2x = INV, 2N = invite, 3x = FG
Forcing stayman: (1M)-1N-cue bid
Non-forcing stayman: (1m)-1N-2♦, (1M)-1N-2♣; 2♦-cue bid
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Weak, vulnerability dependent, may intermediate if partner passed
2-suit: Intermediate or strong, 2NT = 55+ two lower unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = Michael over NAT, intermediate or strong
Jump cue = 1 running suit, ask for stopper, P/C response
VS. NT (vs. Strong/Weak; Reopening; PH)
Astro vs. weak no trump (note 23)
X=14+, 2♣/♦=♥/♠ and any other suit, 2M=6+M intermediate
2N=two neighboring suits 11 cards or more,
Gladiator vs. strong no trump (note 24)
X=♠+x, 2m=m+♥, 2M=NAT, 2N=both m
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs. 2M: X = T/O, cue = ask for stopper, 4m = m+oM 55+, 2N = NAT 16-18
Vs. 4♠: X = optional, 4N = 4+♥'s T/O or 5♥'s+5m
Vs. 4♣♦♦: X = T/O or 16+ BAL
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. strong 1♣: X=4♣'s 5M, 1♦=4♦'s 5M, 1N=m's or M's, P/C through 3♠
1M = 4+M, 2N = 55+♣♥ or ♦♠
2♣ = 6+♣'s or 55+♦♥, 2♦ = 6♦'s or 55+♥♠
2♥ = 6+♥'s or 55+♠♣, 2♠ = 6♠'s or 55+♣♦, P/C through 4♠
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(X): 1N=♣, 2♣=♦, 2♦=♥ (1♠ open), 1 under 2M=normal single raise
2M=bad raise, 2N=limit raise or better, jump shift=fit-showing, 3M=PRE
1♦-(X): XX=♥, 1♥=♠, 1♠=NT, 1N=5+♠'s, 2♣=3♦'s 5+♠'s NF,
2♦=11+, 4+♦ facing 1/2seat NV, else 5+♦, 2M=PRE, 3M=short oM

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and low	3rd and low, top from 3 low if raised	
NT	4th and MUD	3rd and low, top from 3 low if raised	
Subseq	ATT/count	ATT/count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx, AKxx, AQx	
King	AK, Kx, KQx	STRONG: AKJT _x , KQT9 _x , etc.	
Queen	QJ _x , Qx	KQ weaker, AQJ, QJ(x)	
Jack	KJT _x , JT _x , Jxx, Jx	QJxx, JT(x)	
10	KT9 _x , QT9 _x , T9 _x , Tx	HJT(x), JTxx, AQT9, T9(x)	
9	KJ9 _x , 9x	HT9(x), T9xx, A98x, J98x, 9x, AKT9	
Hi-X	Hi from xx or 3rd/even	8 from K98x, Q98x, MUD	
Lo-X	Low from odd	4th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low = ENC	low = even	low = ENC
Suit 2	low = even	low = low S/P	low = even
3	low = low S/P		low = low S/P
1	same	same	low = low S/P
NT 2	same	same	low = ENC
3	same		low = even
Signals (including Trumps):			
If lead A and see Q on the table when vs. suit, give the count signal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout double through 4♥, T/O + optional at 4-level			
Doubleton in unbid m is OK			
Doubler raises freely in comp			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Opponent overcall 1M after 1♦ opening, X = negative			
Support X/XX through 2♥			
Opponent overcall after 1♣ opening, X = optional, usually (semi)BAL			
After opponent 1M-1N: X = strong BAL, pass then X = T/O in M			
After (1♠)-2♥-(2♠), X = ♥ constructive raise			
After Pass-1M-(2x), X = M constructive raise			

W B F CONVENTION CARD
CATEGORY: Precision - BLUE
NCBO: Chinese Taipei
PLAYERS: Wei-Bung Wang, Chien-Yao Tseng

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Slightly aggressive, Frequent upgrading and downgrading
1♣ = 16+
1♦ = 11-15, 2+♦, may (1) 13-15BAL (1/2 seat NV), 11-13BAL(else)
(2) 11-15, 4+♦ unBAL (3) 11-15, 4-1-3-5 or 1-4-3-5
2♣ = 11-15, 6+♣'s
2♦ = 3-10, 6+♥'s or 6+♠'s
1NT Openings: 1/2 seat NV 9-12, else 14-16, may 5M or 6m
2 OVER 1 Responses: Forcing game unless rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♥ = 11-15, 4-4-1-4, 4-4-0-5, 4-3-1-5, 3-4-1-5
2♠ = 11-15, 3-1-4-5, 3-1-5-4
2N = 0-9, 6+♦'s
3♦/3♥ = ♥/♠ preempt
3♠ = any solid suit w/o side A/K
1♦-1M = may only 3M's if not enough for 1N, may psyche if bad hand
1♦-2♦ = one M WJS or SJS
1♦-2♥ = 5♠'s 4/5♥'s PRE
1♦-2N = ♣ PRE or 13+BAL
1♦-3♣ = 44+ m's PRE
2♣-2M = 5+M or ♣ fit, NF
Special overcall over opponent 1N response (see left)
Special overcall over Polish 1♣ or nebulous 1♣ (note 25)
Special overcall over special opening
Special response after special interference
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1♣-1♦; Pass = MIN 5♦'s 4♣'s, rarely happen
PSYCHICS: sometimes

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	V			ART FI, 16+any	1♦=0-7, 2M=5-7 6+M, else=ART FG: 2♦=8-11 BAL 1♥=5+♠ or 12+BAL, 1♠/1N/2♣=5+♥/♣/♦, 2N-3♦=4441 3♥-3N=some solid suit (note 9)	(note 9)	
1♦	V	2	1♠	11-15, 2+♦'s	1M=NAT, may only 3 or psyche if 0-7 HCP, 1N=8-10, 2♣=relay, 2♦=one M WJS or SJS, 2♥/2♠=rev Flannery 2N=♣ PRE or 13+BAL, 3♣=44+m's PRE (note 10)	(note 10)	
1♥		5 (4 3rd)		11-15, 5+♥'s	1N=F, 2♥=8-10, 2♠=WJS, 2N=4+♥'s FG 3♣=3/4♥'s INV or 16+ 3♥'s BAL, 3♦=13-15 3♥'s BAL 3♥=PRE, 3♠=one stiff SPL, 3N/4♣/4♦=void (note 12)		1N=semi-F 2♣/♦=Drury, 3/4+support 2N=one m to play, JS=fit-showing
1♠		5 (4 3rd)		11-15, 5+♠'s	1N=F, 2♠=8-10, 2N=4+♠ FG, 3♣=♥ SJS 3♦=3/4♠'s INV or 16+ 3♠'s BAL, 3♥=13-15 3♠'s BAL 3♠=PRE, 3N=one stiff SPL, 4♣/4♦/4♥=void (note 12)		1N=semi-F 2♣/♦=Drury, 3/4+support 2N=one m to play, JS=fit-showing
INT				9-12 1/2 seat NV, 14-16 else 5M or 6m is OK	2♣=ask for 5M or 6m, INV or less, NF, 2♦=FG relay 2M=to play, 2N=semiBAL CoG, 3x=NAT INV (note 13)	(note 13)	2♦=one M to play or FG with some majors, 2M=INV, 2N=55+m's weak (note 14)
2♣		6		11-15, 6+♣'s	2♦=relay, 2M=5+M or ♣ fit, NF, 3♣=INV 2N=♣ comp or ♦ INV or M CoG (note 15)	(note 15)	
2♦	V			mini-multi: 3-10, 6+♥'s or 6+♠'s	2M/3M/4♥=P/C, 3/4♣=ask for transfer (note 16)	(note 16)	
2♥	V	3		11-15, 4414, 4405, 4315, 3415	2N=relay, 3♦=44M's INV+, 3M=INV, 4♣=PRE (note 1)	(note 1)	
2♠	V	3		11-15, 3145, 3154	2N=relay, else=to play (note 2)	(note 2)	
2NT	V			0-9, 6+♦'s	3♣=relay, 3♦=to play, 3M=NAT, F	(note 3)	
3♣		6		NAT PRE			
3♦	V			♥ PRE	4m=CAB		
3♥	V			♠ PRE	4m=CAB		
3♠	V			any solid suit w/o side A/K	4♣=P/C, 4♦=ask for suit,		
3NT	V			one solid minor with side A/K	4♣=P/C, 4♦=ask for splinter, 4M=CAB	4♦: 4♥/4♠=short, 4N=short om, 5♣/5♦=no short	
4♣		7		NAT PRE			
4♦		7		NAT PRE			
4♥				NAT PRE			
4♠				NAT PRE			
4NT				Blackwood			
HIGH LEVEL BIDDING							
Cue bid style: A, K, singleton, or void. XX shows first control if opponent X.							
Two honors in self suit, one honor in partner's suit. (not trump suit)							
If partner denied a necessary control, the next cue bid only shows that control.							
RKCB 1430, EKB							
DOPI if opponent bid under our 5-trump.							
DEPO if opponent bid our 5-trump or higher.							
After double, pass = 1st step, XX = 2nd step							

Supplementary notes for Wei-Bung Wang and Chien-Yao Tseng (TPE)

- Note...1: 2♥ opening: 11-15, short in ♦, 4-4-1-4, 4-4-0-5, 4-3-1-5, or 3-4-1-5.
Response: 2N=relay, 3♦=44M, INV or better, 3M=INV, 4♣=PRE, 4♦=Blackwood.
After 2N response:
3♣=MIN not 4-4-0-5, 3♦=4-4-0-5 (3♠/3N=MAX/MIN), 3M=MAX 3-card, 3N=MAX 4-4-1-4.
After relay for shape and range:
4♣=any INV, 4♦=any S/O (unless rebid 4N=RKCB ♠), 4♥/4♠/4N=RKCB ♣/♦/♥.
Over X: XX=Pen, Pass to play if opener has 4♥'s, 2N=system on, else NF.
Over overcall: X=Pen, 2N=system on, else NF.
- Note...2: 2♠ opening: 11-15, short in ♥, 3-1-4-5 or 3-1-5-4.
Response: 2N=relay, else=to play.
After 2N response: bid 5 cards minor.
Responder rebids 3♥ for range ask (3♠=MAX, 3N=MIN), then
4♣=any INV, 4♦=any S/O (unless rebid 4N=RKCB ♠), 4♥/4♠/4N=RKCB ♣/♦/♥.
- Note...3: 2N opening: 0-9, 6+♦'s. Response: 3♣=relay, 3M=NAT, F.
After 3♣ response: 3♦=bad PRE, else opener bid misfit major.
- Note...4: Over opponent 1m-1N:
X=T/O, 2♣=both M's with different length, 2♦=both M's with the same length.
- Note...5: Over opponent 1M-1N: (including inverted 1♥-1♠*)
X=STR BAL, 2m=m+oM 54+ or 45+, 2M=one STR suit, ask for stopper, 2N=any two suits 55, 3m=intermediate, Pass then X=T/O in M. 1N over 1♥-1♠*=one m w/ stopper.
- Note...6: Transfer response. Example 1♠-(X)-2♦=♥. Used mostly after we overcall 1M/2m, 1M-(X), or opponent overcall our 1♣.
- Note...7: 2N for takeout. Example 1N P P 2♥; P P 2N, showing two minors.
- Note...8: Optional double over artificial opening.
- Note...9: Response to 1♣:
1♦=0-7, 2M=4-7, 6+M, else=FG: 1♥=5+♠'s or 12+BAL, 1♠=5+♥'s, 1N=5+♣'s, 2♣=5+♦'s,
2♦=8-11BAL, 2N=4441 short in m, 3♣=4-1-4-4 or 15+HCP 1-4-4-4, 3♦=8-14HCP 1-4-4-4,
3♥=any solid suit with one side A/K, 3♠/3N=solid minor/major w/o side A/K.
1♣-1♦; 1♥ = (1) 20-24 BAL (2) 4+♥'s unBAL, FI.
After 1♣-1♦; 1M:
2♣=5-7 no 3 fit, 2♦=5-7 3 fit in M, but 1♣-1♦; 1♠-2♦ may 0-4, 6+♥'s.
After positive response:
NT=usually BAL, next 3 suit steps=unbid suits (ART, with precedence to unbid M). Replies show fit/values.
- Note...10: Response to 1♦:
1M=NAT, but may only 3 cards if 0-7HCP, or psyche with very bad hand, 1N=8-11, 2♣=no 4M's, one m or BAL INV/FG, 2♦=one M 6+suit, WJS or SJS (KQxxxx & FG), 2♥=5♠'s 4/5♥'s, 3-9, 2♠=5/6♠'s 4♥'s, INV, 2N=puppet to 3♣, to play or 13+BAL, 3♣=44+ in m's, PRE, 3/4♦=NAT PRE, 3♥/3♠=♣/♦, short in ♦/♣, ST, 3N/4M=to play, 4♣=puppet to 4♥ to play or 11 cards in M's ST.

Note...11: After 1♦-1♥:

2♣=3 cards support, unBAL (may 2-4-(52) if NV), 2♠=55+ in m, 2N=6+♦'s, MAX, 3♣=6♦'s 4♣'s, MAX, 3♦/3♥=4 cards support, short in ♣/♠, MAX.

After 1♦-1♠:

2♣=short in ♠, 2♥=short in ♥ or ♣, 2N=6+♦'s, MAX, 3♣=6♦'s 4♣'s, MAX, 3♦=4♥'s 6♦'s, MAX(V), or 4-2-(52) MAX(NV), 3♥/3♠=4 cards support, short in ♣/♥, MAX.

After 1♦-2♣: (1) 1/2 seat NV (2) else

2♥=(1) MIN 4-1-3-5, 1-4-3-5, 4-4-4-1, (2) 11-13 BAL or 4-4-4-1,

2N=(1) 13-15 BAL, (2) MIN 4-1-3-5, 1-4-3-5,

2♠=5+♦'s MAX, 3♣/3♦=44+ m's unBAL, MIN/MAX, 3♥/3♠/3N=1-4-3-5/4-1-3-5/4-4-4-1, MAX.

Note...12: Response to 1M:

1N=F1, 2M=8-10, 2N=4+cards support FG, 3M-2=BAL, INV with support or 16+ exactly 3 cards support, 3M-1=13-15 BAL exactly 3 card support, 3M=PRE, 3M+1=one stiff splinter, 3M+2+=void splinter, 4M=may strong BAL, 1♥-2♠=WJS, 1♠-3♣=♥ SJS.

Note...13: Response to 1N:

2♣=ask for 5M or 6m, OPENER CAN PASS, 2♦=FG, relay, 2M=to play, 2N=FG, semiBAL CoG, may 5431 4441 sometimes, 3x=INV, may bad hand, 3N=S/O, 4♣/4♦=transfer to 4♥/4♠, 4M=to play.

After 2♦ response: relay for distribution & strength.

After 2N response: 3♣=no 5M or 6m, 3♦=5♠'s, 3♥=5♥'s, 3♠=6♣'s, 3N=6♦'s.

After 1N-2N-3♣: 3♦=4/5♥'s, 3♥=4♠'s, 3♠=5♠'s.

After opponent's X: 2♣=to play or 44(43)♦+M (XX=♦+♥, 2♦=♦+♠), 2♦=to play or 44(43)M's.

Note...14: Response to 1N: (passed hand, 1♣-1♦; 1N, or 1♣-1♦; 1♥-1♠; 1N)

2♦=(1)Flint, one M to S/O, or (2)FG with some majors, 2M=5+ suit INV, 2N=5-5 m's weak, else the same.

After 2♦ response, opener P/C facing case 1, then

3♣=44+M's, 2N=puppet stayman, the following are the same as 1N-2N.

After 2♦ response and 3♣ rebid: opener 3♦=waiting, else NAT, responder 3M=Smolen, 4♣=5-5M, 4♦/4♥=transfer.

Note...15: Response to 2♣:

2♦=relay, 2M=7-12 NAT or bad hand with club fit, NF, 2N=puppet to 3♣, comp, ♦ INV, or one 5-card M CoG, 3♣=INV, 3♦/3♥=6+♥'s/6+♠'s INV+, 3♠=♦ FG, 3N/4M=to play, 4♦=RKB.

After 2♣-2♦:

2♥=one 4+M's, 2♠=MIN, 2N=two side stoppers, 3♣=semiBAL, else, 3♦/3♥=stopper, short in others, 3♠/3N=♠'s stopper, short in ♥/♦.

After 2♣-2♥:

Pass=MIN, 2♥'s, 2♠=NAT (then 2N=lebensohl), 3♣=NAT INV, 3♦=3♥'s, short ♠, MAX, 3♥=4♥'s, MIN, 4♣=raise to 4♥, 2N=lebensohl, puppet 3♣, then Pass=play, 3♦/3♠=5-6 two suiter, 3♥=3♥'s MAX, not short ♠.

After 2♣-2♠:

Pass=MIN, 2♠'s, 3♣=NAT INV, 3♦/3♥=3♠'s, short ♥/♦, MAX, 3♠=4♠'s, MIN, 4♣=raise to 4♠, 2N=lebensohl, puppet 3♣, then Pass=play, 3♦/3♥=5-6 two suiter, 3♠=3♠'s MAX, no short.

Note...16: Response to 2♦:

2M/3M/4♥=P/C, 4♠=to play, 2N=relay, 3♣=fit both M INV, 3♦/4♦=fit both M, partner comp

freely, 4♣=ask for transfer.

After 2♦-2N:

3♣=MIN, 3♦/3♥=bad suit ♥/♠, 3♠/3N=good suit ♥/♠, 4♣/4♦=solid suit ♥/♠.

After 2♦-2N; 3♣-3♦ (relay):

3M=NAT, 3N/4♣+=one-loser ♠/♥.

After 2♦-3♣:

3♦/3♥=MIN ♥/♠, then 3♠/4♣ ask SPL; 3♠/3N=MAX unBAL ♥/♠, then 3N/4♣ ask SPL;
4♣/4♦=MAX BAL ♥/♠, then 4♦/4♥ = mild slam try.

Note...17: Opponent overcall 1N:

1♦-(1N): 2♣/2♦=Astro, 4+♥'s/4+♠'s and a side suit, 2♥/2♠=6+suit.

1♥-(1N): 2♣/2♥=♥ support, 9+/4-8, 2♦/2♠=♠, INV+/NF.

1♠-(1N): 2♣/2♥=♥, INV+/NF, 2♦/2♠=♠ support, 9+/4-8.

Note...18: Transfer lebensohl when (1) 1x X 2x (2) 1x X 2x P; P X P (3) 1N 2x (4) 1x 1N 2x (5) 2x X P (6) 2x P P X; P (7) 1♦ 2x.

2♦=T/O, 2M=to play, 2N=puppet 3♣, but if opponent bid club, 2N=♦'s INV+ or better, 3♣=stayman if opponent bid minor, 3♣~3♥=next suit INV or better, but ask for 4-card major if the next suit is opponent's suit, 3♠=ask for stopper, 4m=leaping Michael, if opponent bid M, 4m=m+oM; if opponent bid m, 4♣=om+M, 4♦=both M.

After 3♣ stayman: 3♦/♥=♥/♠, 3♠/N=no M, no/with stopper, 4♣/♦=both M, ask partner to transfer/directly bid.

Note...19: Unusual vs. unusual: (after opponent's two-suit bid)

If partner have bid, then lower/higher cue bid=higher/lower suit.

Else, lower/higher cue bid=lower/higher suit.

Note...20: Transfer response example.

After (1♦)-1♠, opponent pass/double or bid under 2♠:

2♦=♥, 2♥=9+support points, 2♠=4-8 support points, 2N=12+support points with 4+trump,

3♣=fit-showing or NAT, 3♦=9-11 support points with 4+trump, 3♥=fit-showing, 3♠=4-8 support points 4+trump. If opponent raise 2♦, then X=♥ (cue bid double). If opponent free bid 2♥, then X=9+support points still, if opponent free bid 2♠, then X=5+♥'s, 2♠'s.

Note...21: Transfer response example.

After (1♥)-2♦, opponent pass/double or bid 2♥ or under:

2♥=♠, 2♠=ask for stopper, 2N=♣, 3♣=♦ INV, 3♦=raise, 3♥=4♠'s and ♦ support, 3♠=5+♠'s and ♦ support. Cue bid double applies.

Note...22: Response to Michael.

After (1m)-2m: 2M=to play, 3M=constructive, 3♣/3♦=♠/♥ INV+.

After (1♠)-2♠: 3♣/4♣/4♦/5♣=P/C, 3♦=♥ constructive raise, 3♥=to play, 3♠=♥ ST, 2N=relay.

After (1♥)-2♥: 3♣/3♦/4♣/4♦/5♣=P/C, 3♥=♠ INV+, 3♠=constructive.

After 2N relay: 3♣/3♦=weak with ♣/♦, 3♥/3♠=strong with ♣/♦.

Note...23: Astro after opponent's weak no trump (14+-17, 14-16, 13-17, or worse):

X=strength, 2♣=4+♥'s and another suit, or 1-4-4-4, 2♦=4+♠'s and another suit, or 4♠441, 2M=6+M, 2N=65 two suits but not ♠+♦ or ♥+♣.

Selection: 65+♠♦=2♦, 65+♥♣=2♣, 4♠5♥=2♦, 5♠4/5♥=2♣.

Note...24: Gladiator after opponent's strong no trump (15-17 or better):

X=4+♠'s and another suit, 2m=m+♥, 2M=NAT, 2N=both m.